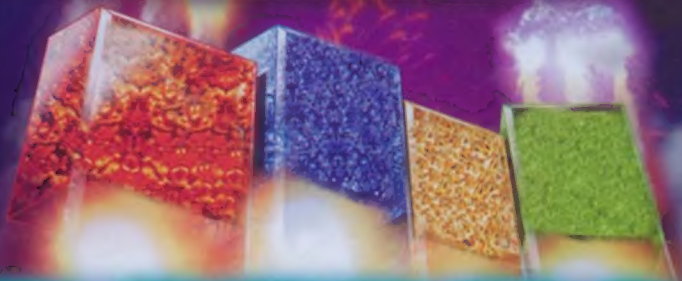


NINTENDO DS™



# METEOS™

TM

EmuMovies

INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



**Wireless DS  
Single-Card  
Download Play**

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.**



**Wireless DS  
Multi-Card  
Play**

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

#### **NEED HELP PLAYING A GAME?**

You can visit our website at [www.nintendo.com](http://www.nintendo.com) for game play information.  
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

**Rather talk with a game counselor?**

**1-800-521-0900**

*Available in U.S. and Canada - \$1.50 per minute (U.S. funds)*

*Please have Visa or MasterCard ready*

**MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time**

*Callers under 18 need to obtain parental permission to call. Prices subject to change.*

**TTY Game Play Assistance: 425-883-9714**



**Nintendo**

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## **Contents**



**Keep an  
eye on us!**

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For more information on Meteos,  
visit [www.nintendo.com](http://www.nintendo.com).



# Prologue

It was a dark time... The existence of all planets was threatened by one: the evil planet Meteo.



## METEOS

A stream of phantasmagoric matter flowed endlessly from the planet. This matter—called Meteos—crushed life and stole the sparkle of the universe. World after world fell...

But then, by chance, three Meteos of the same type aligned. Fusing together, they ignited, firing the other Meteos into space!

A defense strategy was formed: the civilizations of each planet launched counterattacks by fusing Meteos in different ways.

Thus the last, desperate stand versus Meteo began. The Metamo Ark—a warship made of Meteos ore—set off as a bastion of hope, with the fate of the entire universe resting on a lone civilization's valor.

## Getting Started

1. Check to be sure your Nintendo DS system is turned off. Insert your **Meteos Game Card**. You'll know it has been inserted properly once it clicks into place.
2. Turn the power on. Read the information on the screen shown on the right before touching the screen to proceed.
3. On the Nintendo DS system menu, touch the **Meteos** panel to begin the game. (Note: If you have changed your system settings to Auto mode, this step will not be required.)
4. Read page 9 to learn how to start playing.



## Home

This is the first menu displayed when you start playing the game. Touch an icon once to see a description of it on the Top Screen. Touch it a second time to access that mode.

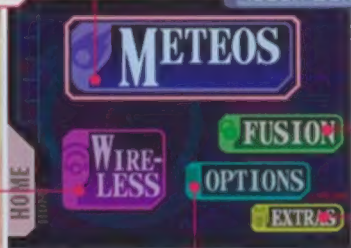
### METEOS (pg. 16)

Touch this to play one of the single-player game's four different modes.

### The Fusion Room (pg. 22)

Fuse the Meteos you've launched to create new items and planets.

### Touch Screen



### Wireless (pg. 24)

Use the Nintendo DS wireless feature to play a two- to four-player game.

### Options (pg. 28)

Touch this icon to adjust game settings.

### Extras (pg. 30)

This mode is filled with fun bonus material!

# Playing the Game

In *Meteos*, your objective is to form horizontal or vertical rows of matching *Meteos* to ignite them and launch them into space.

## The *Meteos* Bombardment

*Meteos* bombard you one after another, falling from space!



## Slide *Meteos* Vertically

Slide *Meteos* vertically within the stack to form horizontal or vertical lines of matching *Meteos*. You cannot slide *Meteos* horizontally.



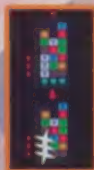
## Launch *Meteos* into Space

Lines of matching *Meteos* ignite, launching like rockets into space.



## Secondary Ignitions

After launching a large group of *Meteos* toward space, form additional lines of matching *Meteos* within the stack before it fails to initiate a secondary ignition and launch it higher.



## Guard Against Annihilation

If the *Meteo* stack reaches the upper limit of the atmosphere, a planet nova will ensue!





## Controls

You can play *Meteos* using either button control or touch control.

### ● Button Control

L & R Buttons  
Speed Up Time

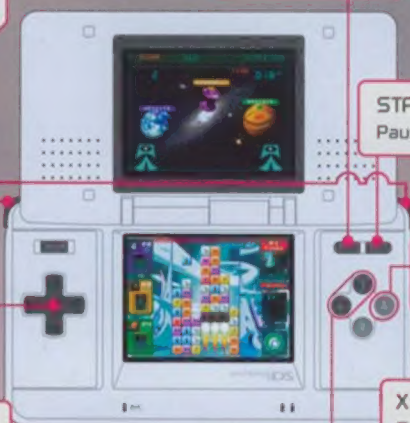
SELECT  
Switch Planet  
Viewer (Top Screen)

START  
Pause

A Button  
Swap Meteos

+ Control Pad  
Move Cursor

X & Y Buttons  
Switch Target  
Window



### ● Touch Controls

Score

Meteos  
Launched

Opponent P2

Opponent P3

Planet Viewer

Use this screen to check  
the status of all planets.

Time Display

Time: Time Remaining  
Stock: Time Passed

Opponent P4

Attack Meteos Gauge

Touch this to launch  
your stored-up attack  
Meteos at an opponent.

Target Windows  
View the condition  
of your foes.

Nova Count/  
Stock Count

Planet Viewer  
Switch

Speeder

The passage of time  
accelerates while you  
are touching here.

Item

Incinerated  
Meteos

Meteos



**Saving:** The game saves automatically while you play. You can erase saved data by choosing Erase Data from the Options menu.

**Soft Reset:** Press and hold START, SELECT, and the L and R Buttons simultaneously to reset your game and return to the title screen.

## Target Window



Touch this to choose which opponent you launch your Meteos at. If you want to split your Meteos amongst all opponents amongst, just tap the selected opponent a second time.

## Planet Viewer

This is where the status of your opponents' planets is shown. Press SELECT or touch the Planet Viewer switch to change the planet that appears in the target window.



<AUTO>

This automatically displays opposing planets.

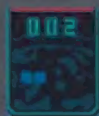
<P1> to <P4>

Choose one of these to see what's happening on a specific opponent's planet.



## Attack Meteos Gauge

This shows the number of Meteos you've launched. After a set period of time, the Meteos saved up in here will launch automatically at your opponents. Touch this gauge to launch the Meteos instantly.



## Speeder

While you touch here, time will be accelerated. Use it when you want to quickly build up a stack of Meteos. Holding the L or R Button will have the same effect.





# METEOS

Choose from a variety of different modes and rule sets.

## Two Rule Sets

Meteos features the two basic rule sets listed below.

### ★ Stock

Each time you suffer a planet nova, you lose one life. When your stock of lives is entirely depleted, your game ends. This is a battle of survival to be the last one standing.

### 🕒 Time

Victory is determined by a set number of planet novas within a given time limit. Planet novas within the time limit do not end your game, but the player with the fewest novas at the end wins. If both players have the same number of novas when time runs out, the player with the most points wins.

Go back to the previous menu.

Touch Screen



Return to the main menu.

## Simple

Choose settings before playing a single game of Meteos.

### HOME PLANET

Click here to change the planet you'll use.

### RULES

Choose either Stock or Time.

### DIFFICULTY

The higher the difficulty, the more the Meteos pummel your planet.

### CPU LEVEL

Choose the skill level of the CPU opponent you'll play against. More stars mean a more skilled opponent.

### CPU ENTRY

Touch here to add computer-controlled opponents to the match. The mark on the left indicates the planet and the mark on the right indicates the team.



### TEAM

You can form teams with computer-controlled players. Use the different flags to form teams. Players on the same team share stock lives and planet novas.

## Meteos Research

### Meteos Colors

Meteos colors represent the elements from which the Meteos are made of.

Air	Fire	H2O	Soil	Iron
White	Red	Blue	Brown	Violet
Zap	Herb	Zoo	Glow	Dark
Yellow	Green	Pink	Light Green	Purple

# Star Trip

The deep-space warship called the **Metamo Ark** travels among the planets and uses the characteristics of each planet to do battle. By defeating the final planet—planet **Meteo**—you can bear witness to the various ends of the universe. The **Metamo Ark** is the last hope of the universe—a ship that can exactly copy the abilities of its opponents.

It seals off the planets in its path to face off against the main culprit: planet **Meteo**.



## DIFFICULTY

Set how hard you want the game to be.

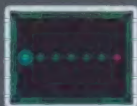
## Branch

Each time you clear a stage, you can choose one of two paths before you. Choose the path you prefer. The upper paths are slightly less difficult than the lower path.



## Straight

Proceed in a straight line in this mode. Enemy planets appear in random order. There are seven stages in all.



## Multi

On this route, enemy planets form teams (two against one or three against one). Also, each stage has a mission. Completing the mission opens a second potential route for you to choose.

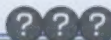


## Meteos Research

### The Mysteries of Incineration and Rare Metals

Attacks with incinerated Meteos have one-third the power of Meteos attacks, and you do not acquire those elements. Don't launch large stacks of incinerated Meteos!

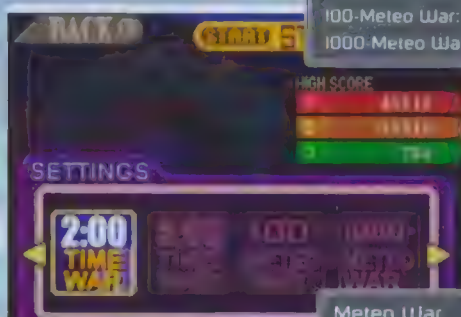
Something has penetrated the Meteos and landed at the bottom! It's a rare metal. If you can launch it and thus obtain it, you can fuse it to create amazing things!



## Time War

In this mode you compete for a high score within a predetermined field. There are two rule sets: Time War and Meteo War

2:00 Time War: Geolyte  
5:00 Time War: Layazero  
100-Meteo War: Firim  
1000-Meteo War: Hevendor



### Time War

This is a competition to get the highest score you can in the given time limit. You can choose either a 2:00 or a 5:00 Time War.

### Meteo War

This is a competition to see how quickly you can launch the chosen number of Meteos. Your goal will be to launch either 100 or 1,000 Meteos.

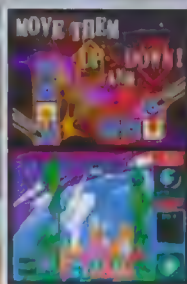
## Deluge

This thrilling mode ends as soon as you experience a planet nova. Play for both score and time.



## Tutor

Receive a quick tutorial on how to play Meteos. Study both the top and bottom screens.



### Meteos Research

#### Step Jump

After launching a stack of Meteos, try to line up Meteos at the bottom of the stack with Meteos in the stack next to them. They will fuse together, creating a larger stack!





# The Fusion Room

You obtain the Meteos you've launched in your many games to use as elements for fusion. Fuse different Meteos elements to create new items and planets.



Go back to the previous menu.

Touch Screen



Return to the main menu.

The Top Screen shows how many elements you have

Launching insufficient Meteos shows red error warning.

The Touch Screen shows the Meteos needed for fusion. The number and combination of Meteos needed for fusion differs for each item and planet. The items you can create through fusion are lit up. When you don't have enough Meteos, the Meteos you're lacking will be shown in red. To fuse Meteos, just touch the icon for what you want to create on the Touch Screen.

## Planets

Create new planets



## Items

Create new items.



## Rare Metals

You can also create rare metals, the most precious of Meteos. Rare metals can be used in fusions that create rare planets and items.

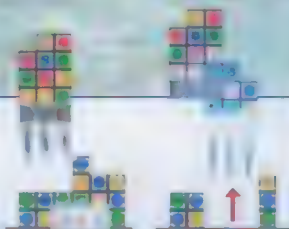
## Sounds

Create new sounds. You can listen to these new sounds in the Sounds section under the Extras menu.

## Meteos Research

Midair Dock

After launching a stack of Meteos into the air, launch another stack from a slightly different position. The two stacks will dock in midair!



# Wireless

Use two or more Nintendo DS systems to engage in frantic wireless battles.

## Two Methods for Wireless Battle

Meteos features two different methods for doing battle wirelessly.

### VS.

Using multiple Meteos Game Cards and multiple Nintendo DS systems, up to four players can use the Nintendo DS wireless function to do battle.

All players have Meteos

### DS Download Play

Download Meteos to one Nintendo DS system for matches with up to four players.

One player has Meteos

The wireless mode uses the nicknames and comments saved in participants' Nintendo DS system menus. To learn how to register your nickname and comment, see page 23 of your Nintendo DS Hardware Instruction Booklet.

### VS.

Make sure you have one Meteos Game Card for each player. You'll be able to use any planet that has been unlocked during game play or created in the Fusion room.

#### Parent System (Group Leader)



#### Create a Group

Touch the "Create Group" panel and wait for participants



#### Choose VS. Rules

Choose either Stock or Time rules and set CPU levels if need be



#### Choose a Planet

Choose your planet, handicap and team

#### Child System (Group Participants)



#### Join a Group

Touch the "Join" panel to join a group created by the parent system



#### Choose a Planet

Choose your own planet and handicap and the team you want to be a part of

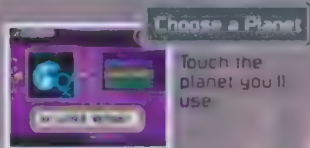
The game begins as soon as all players touch START

## DS Download Play

Up to four people can play Meteos using just one Meteos Game Card. The parent system can choose to use one of four planets: Geolyte, Firim, Oleana, or Anasaze.

See pages 36-37 for information on linking up wirelessly using DS Download Play

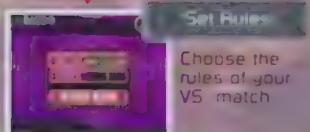
### Parent System Launch



Touch the planet you'll use

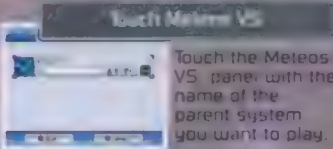


Touch the LAUNCH METEOS panel

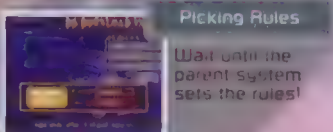


Set Rules  
Choose the rules of your VS match

### Touch Meteos VS



Touch the Meteos VS panel with the name of the parent system you want to play.



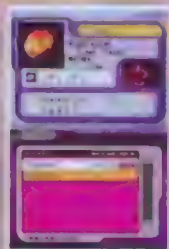
Picking Rules  
Wait until the parent system sets the rules!

The game starts after the parent system chooses the game rules.

You do not earn the Meteos you launch in DS Download Play and thus cannot use them in the Fusion room.

## Profile

The profile of your opponent is automatically downloaded and recorded. Your opponent's nickname, comment, planets used, battle date, and battle count will be displayed. Data for up to 32 opponents can be saved. Once you exceed 32 opponents, the older profiles will be erased. You can also select a profile and press and hold the L and R Buttons to erase that profile.



### Meteos Research

#### Propulsion Bonus

Secondary Ignitions and lowest layer ignitions boost the propulsion power of Meteos stacks. The propulsion bonuses earned vary depending on the planet on which you are playing.



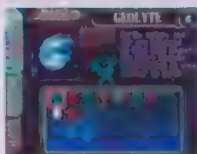


# Options

The Options menu is where you can change a variety of game settings.

## Planet Registry

Check out your favorite planets here. You can choose from planets you create in the Fusion room and the planets you've earned as prizes through game play.



## Item Switch

Use the Item Switch to change the frequency with which items will appear. You can also make it so certain items do not appear.



## Hand Choice

The layout of the Touch Screen changes depending on which hand you choose to use.



## Sound Balance

Adjust the balance for background music and sound effects heard during game play.



## Erase Data

You can erase certain types of saved data or all saved data.



Note: Once data has been erased, it cannot be recovered. Give serious consideration before deciding to erase data.

## Meteos Research



Attack these planets like this  
Gravitas: Use ignitions to cut Meteos off from the pull of gravity, then use secondary ignitions to launch them  
Vubble: Horizontal ignitions launch far into the sky, but vertical ignitions don't fly at all



Go back to the previous menu.

Touch Screen

Return to the main menu.

# Extras

This area features some interesting bonus materials.

## Sounds

The Sounds area allows you to listen to the music and sound effects that are heard during game play. Sounds must first be created in the Fusion room before they can be heard here.

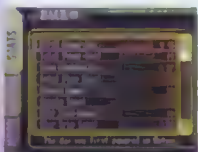


Touch Screen

Return to the main menu.

## Stats

All of your Meteos game play statistics are recorded here.



## Demo Download

Choose this option to send a demo version of Meteos to another Nintendo DS.

Read more about using the DS wireless functionality and DS Download Play on pages 34-35

Send Meteos Demo!

Touch the Demo Download panel in the Extras menu. After connecting to the child system, touch the SEND METEOS DEMO! panel to initiate the download of the Demo version of Meteos.

Demo Version Controls



### Simple

This mode is a single-player game on planet Geolyte.

### VS.

Engage in a multiplayer match against other demo versions. The parent system forms a group and the child systems join the group.



A demo version cannot enter a VS. match against the full version. The demo version will be erased as soon as your Nintendo DS system is turned off.

## Meteos Research



Attack these planets like this:

Forté: Launch large Meteos stacks using vertical ignitions

Hotted: Only step jumps and secondary ignitions offer the necessary thrust!

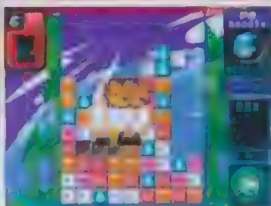


## Items

Along with the Meteos, items occasionally fall down from space. With most items, touching the item initiates a brief countdown, after which the item is activated.

### Stack Bomb

When launched at an opponent, this item smashes down all piled-up Meteos within its range.



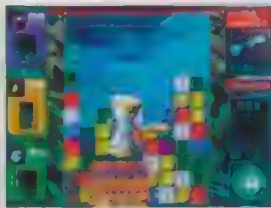
### Cross Bomb

This bomb destroys all Meteos in the horizontal row and vertical column that line up with the Cross Bomb.



### Fury Hammer

This gigantic thunder hammer randomly destroys the Meteo stack.



## Planets



### Geolyte

Diameter: 6,089 Miles  
Population: 5 Billion

An earth-like planet, Geolyte is covered with water, mountains, and a healthy atmosphere.



#### Note!

Stacks fall slowly here, making it well suited to beginners.



### Firm

Diameter: 497 Miles  
Population: 30 Million

This molten planet is covered in rivers of flowing magma.



#### Note!

With a narrow play field and rapid speed, this is a good planet to launch attacks from.



### Oleana

Diameter: 12,427 Miles  
Population: 7 Billion

The denizens of this oceanic planet live life under the sea.



#### Note!

H2O Meteos appear frequently on this planet, and the Meteos stacks move as if underwater.



### Anasaze

Diameter: 9,321 Miles  
Population: 2.2 Billion

This planet is covered mostly in rocks and wild plains.



#### Note!

The quick launches on this planet make the bonus for lowest-level ignitions slightly larger here than on other planets.





## ■ Establishing the DS Wireless Link (DS **Wireless** Play)

This section explains how to establish a link for wireless play.

### What You Will Need:

Nintendo DS	-----	One for each player
Meteos Game Card	-----	One for each player

### Steps

1. Make sure that all DS systems are turned off, then insert a Meteos Game Card into each system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Meteos" panel.
4. Now follow the instructions on page 24.

### Important Wireless Communication Guidelines:

Please be aware of the following concerning wireless link play:

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	weaker	←	→	Stronger



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

## Establishing DS Wireless Link (DS Download Play)

This section explains how to establish the link for DS Download play.

### What You Will Need:

Nintendo DS ----- One for each player

Meteos Game Card ----- One

You can enjoy *Meteos* even if you do not have enough DS Game Cards for all players.

### Steps (P1 acting as the host unit)

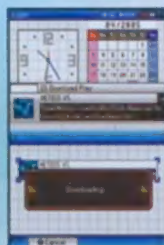
1. Make sure that all DS systems are turned off, then insert a *Meteos* Game Card into the system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Meteos" panel.
4. Now follow the instructions on page 26.



Game-Selection Screen

### Steps (All systems excluding P1 (guests))

1. Turn on the power of all the systems. The DS menu screen will appear.
2. Touch the "DS Download Play" panel. The game-selection screen will appear.
3. Touch the "Meteos Demo" panel. The game-confirmation screen will appear.
4. When the correct software appears, touch "Yes". P1 will start the download process.
5. Please follow the instructions on page 26.



Game-Confirmation Screen

### Important Wireless Communication Guidelines:

Please be aware of the following concerning wireless link play:

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker	←	→	Stronger



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

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REV-P

You may need only simple instructions to correct a problem with your product. Try our website at [www.nintendo.com](http://www.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Please try our website at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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